NES-CU-USA

COBRA TRIANGLE™*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainment System®
Cobra Triangle™ * Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Put your skill and reflexes to the test at the controls of a highly modified Cobra Class Speed Boat. Push it to the limit on every level where you'll race against other boats, avoid treacherous whirlpools, battle deadly sea monsters and protect a group of helpless swimmers. Increase your boats performance by collecting Pods which will allow you to upgrade your speed and firepower. 25 stages of high speed, river running action await you.

Please read this instruction booklet to ensure proper handling of your game, and then save the booklet for future reference.

1. PRECAUTIONS

A. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
B. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
C. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

NOTE: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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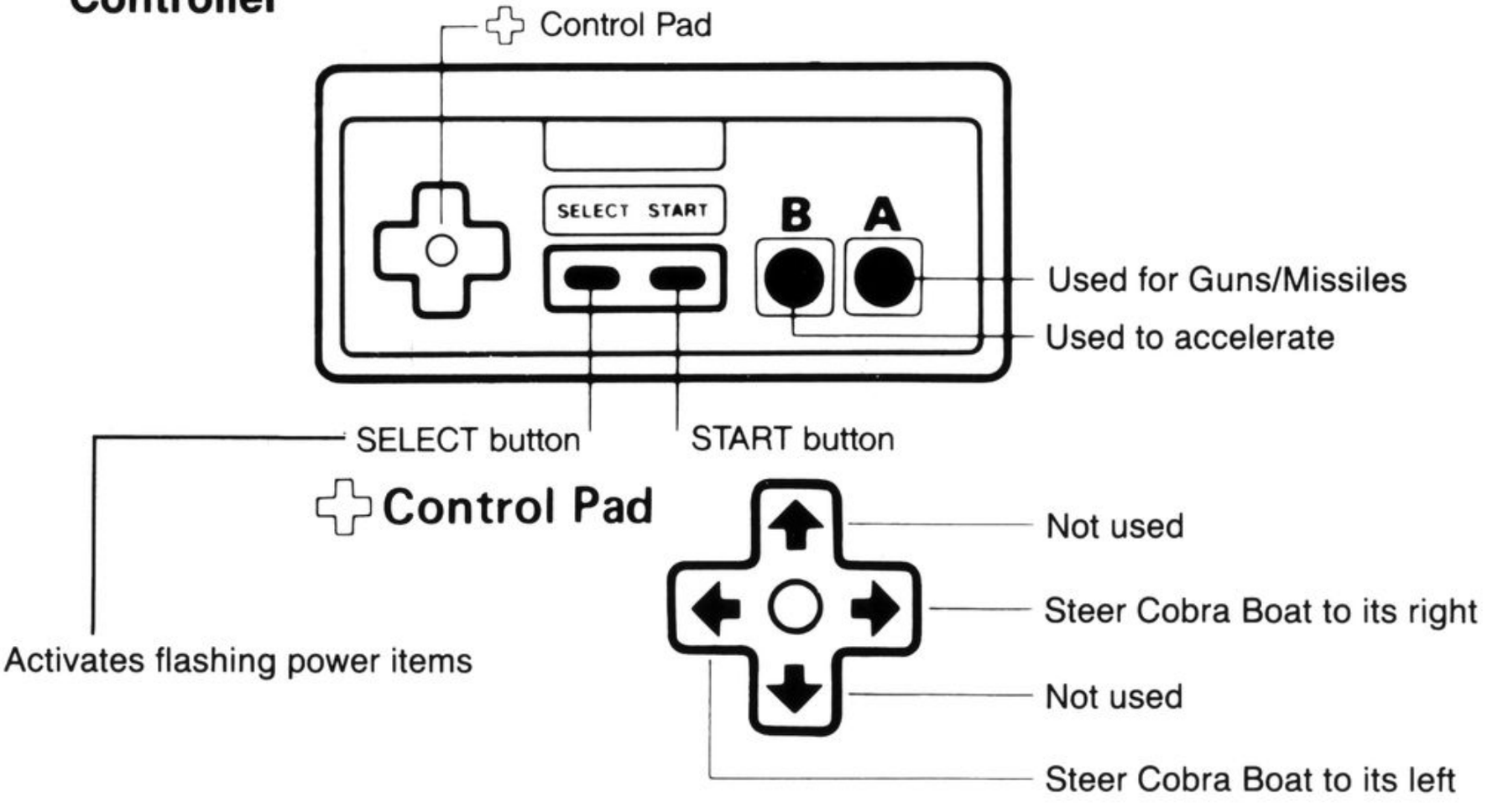
2. *NAME OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS*

Controller 1 - For 1 Player Game.
Controller 2 - Not used.

Controller



SELECT button:

Activates flashing power items.

START button:

Press this button to begin.

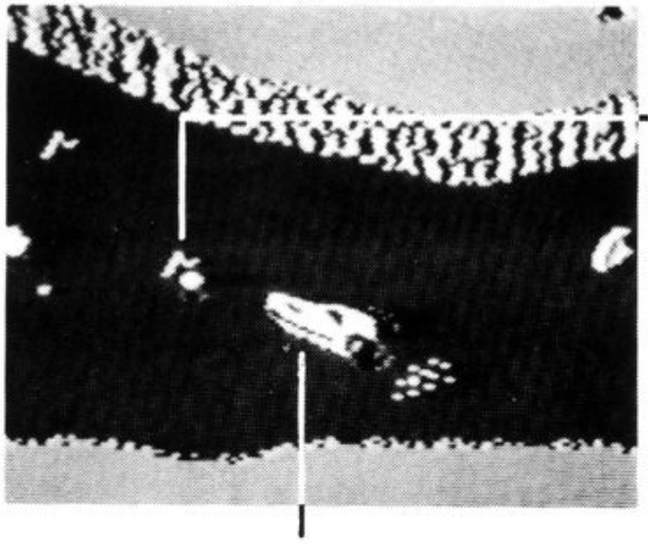
Pause:

If you wish to interrupt play in the middle of a game, press the Start Button. The game will stop and the word PAUSE will appear on the screen. Press the Start Button again when you wish to continue playing. The game will continue from where you left off.

- There is a high score table which keeps track of the top 8 high scores.
- The high scores are erased once the Power is turned OFF.

3. HOW TO PLAY

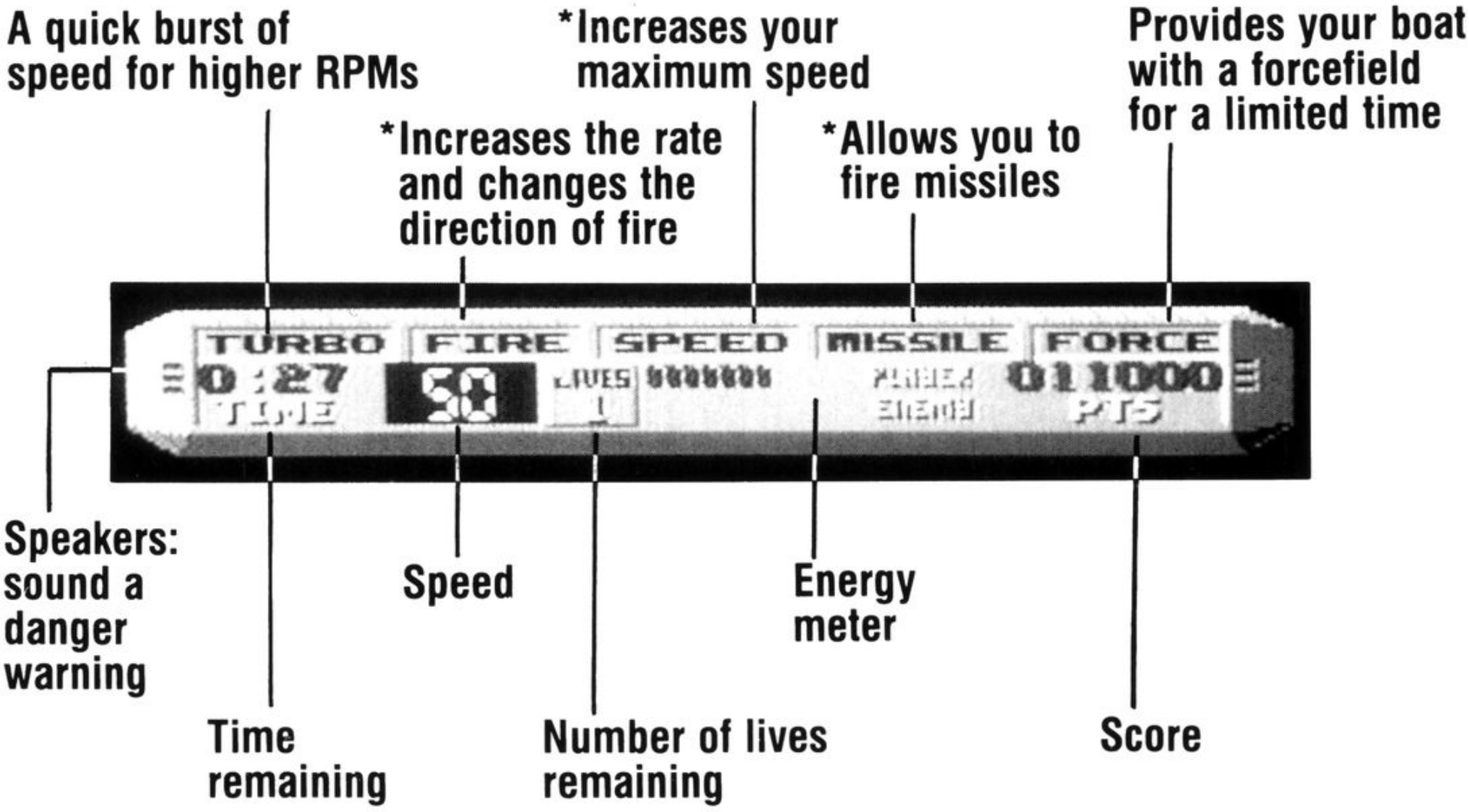
How to Power Up



Throughout most stages you will see numbered Pods. Collecting Pods will allow you to increase your Power-Up Items. Collect Pods until the Power-Up Item you wish to increase is flashing. Then press the Select Button to activate the Item.

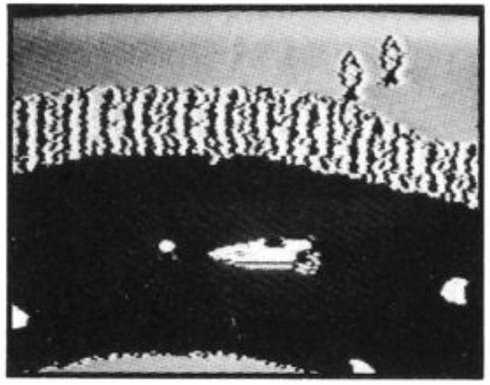
NOTE: Some Power-Up Items may be increased more than once.

INSTRUMENT PANEL

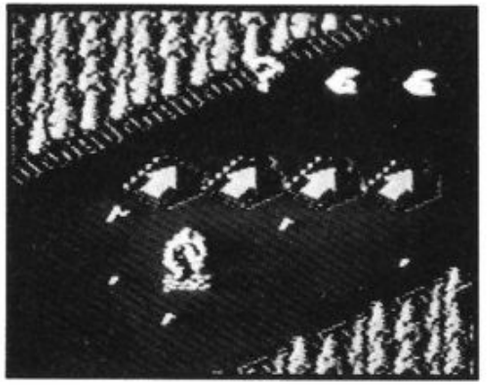


***NOTE:** Can be increased more than once.

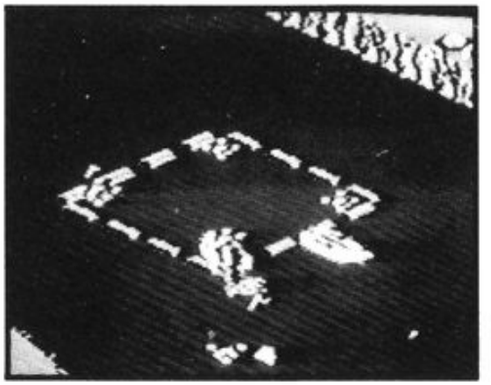
LEVELS OF PLAY



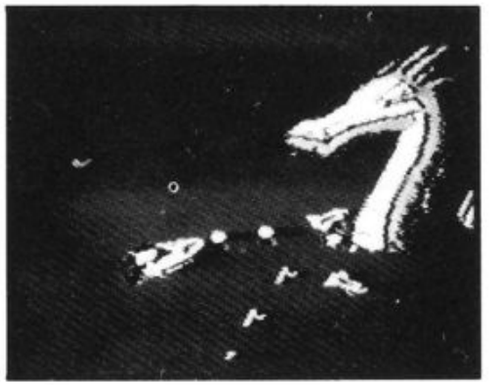
Race to the Finish
It's an all out sprint to the finish as you race against other boats. Collect Pods along the way, but watch out for sharks!



Collect the Pods
Hit the ramps and collect the bonus items. Lots of Pods and Surprises!

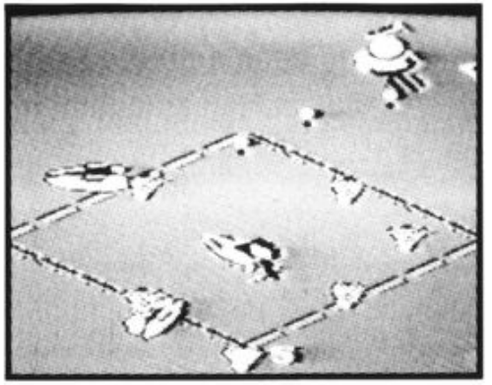


Dispose of Mines
Take the Mines to the disposal area, but watch out for the guard boat, he will try and stop you!

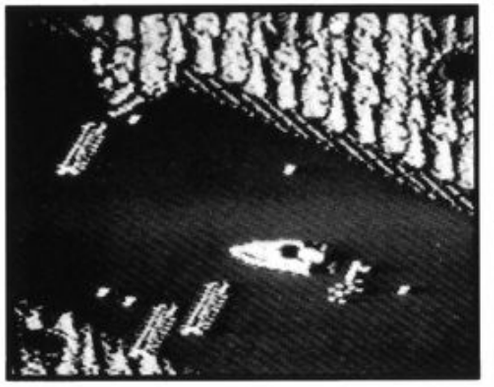


Beat the Monster
Use your skill and firepower to defeat these Creatures of the deep.

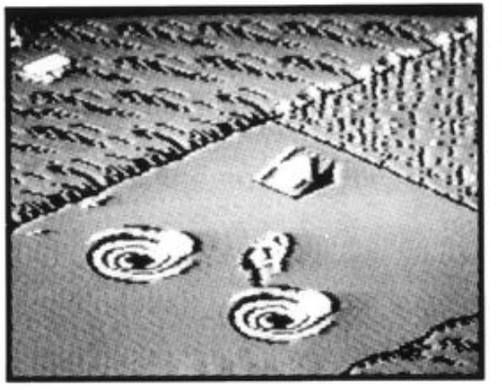
LEVELS OF PLAY – CONT.



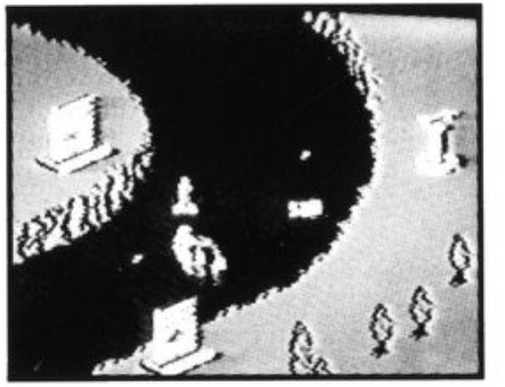
Guard the People
These helpless swimmers are counting on you to protect them from being kidnapped. Watch out for the space ships!



Reach the Finish
Maneuver around natural hazards which block your path to the Finish.



Jump the Waterfall
Timing is crucial in successfully jumping your Cobra Speed Boat over the falls and to the Finish.



Shoot Targets
Shoot the targets for bonus points. Hit them all and get a 1-Up.

HINTS FOR BETTER PLAY

- If you find the handling of your Cobra Speed Boat difficult at first, practice, practice, practice. Mastering the Cobra demands the split second instinctual controller inputs that come only with practice.
- Bumping into the land will damage the hull of your Cobra Speed Boat and cause you to lose energy. Be careful!!!
- Increase your Power-Up Items as soon as you can. It will help your performance throughout the game.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.

   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 - 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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